Instruction Manual

www.messiah.com

When I sleep I dream the same dream. I dream I'm dying. Every night I watch myself die as if I'm the killer, and as I kill myself I experience happiness and joy, but as I die I scream in horror and fear. Every night I dream the same thing, and as the nights go on I get scared. I really shouldn't have any fear of dying for I dwell within the nirvana of Heaven and I've walked in the valley of death. But maybe this isn't a dream...

- Bob

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PROLOGUE

Earth has changed. It smells bad and looks worse than it smells. The law has a new doctrine of moral and physical brutality, inspired by a new regime of money, technology, and myth. The leaders of the Earth no longer care about the people; Even knowledge and personality are just a dollar symbol away. Life is a cheap commodity, and after hundreds of years the people have sadly adopted this philosophy as their religion and government.

Science breathes a new life in this world. Computers crackle their optical and biological nerves to serve their creators, unlocking the world's mysteries. All of this new information is pumped directly in the minds of the dictators they serve giving them superhuman intellect. Here they are born into a new state of mind and life. "Give me mankind's greatest thoughts and I will crush them." These words spoken from Earth's new leader, informally known as Father Prime. These minds no longer serve the people; people that they could design and manufacture themselves. Like those given too much power, they serve only themselves by seeking knowledge beyond science itself, into scientific myth. It is in this new study that they focus their greatest energies. The quest has driven them deep into the universe beyond, leading to the undeniable proof of the existence of Heaven, God, and Hell. Which one do you think they want to try to control first? Hence our story.

Somewhere on the dark side of the moon is a facility built by the Fathers. There, they've constructed a portal leading to Hell and to Satan himself. The Fathers have theorized that God is too powerful and won't easily be bargained with therefore leaving Satan who should prove an easier subject to aquatint with and to study. If you can control Satan, you can control God; or so they postulate. They also ponder the following. If you can control both Heaven and Hell where does that put you? Just like anything scientific, immortal beings also are bound by the laws of the universe, those laws that God has made for himself. These laws are the weakness that the Fathers intend to exploit.

Of course God knows of the Father's intentions. God's defense is conceived and put forth...

Bob.

Bob is taken to Earth and given a soul, and has not a clue about what is really going on. God's creations - the infinity of the universe, life and souls - those are the tools God has been using since the beginning of time and his gift of a soul, usually devoid in angels, is all he needs to give Bob. This is how God works.... The Fathers know that God plans destiny. What God doesn't know is that the Fathers know through their technology what God has destined, thus making it easy for them to work out their own strategy and plan for God's destiny.

This leaves Bob in an unfamiliar world. His only defense is that not only does he have a human soul, but he is also an angel and a spirit. This state allows him to enter the organic bodies of the living and control them. Destiny is planned, for only God knows your true fate, including Bob's.

Bob will serve God's need, conveyed through his given soul. Despite God's guidance, Bob follows his own path, directed by his freewill and assisted by his soul. God plans to acquire knowledge about the Fathers; knowledge that they have learned to keep secret from Him. Little does God know that his plan has already been anticipated by the Fathers who have taken steps to guide Bob's destiny towards their own goals. So God is doomed to lose to a new order of life, and we all know you can't change destiny...right?

Right Bob?

We shall see...

INSTALLATION INSTRUCTIONS

Place the Messiah disc into your CD-ROM drive. If autoplay is enabled, the installation process will begin automatically. If the disc does not autoplay, go to your Start menu and select Run. Click on Browse and select your CD-ROM drive. Select setup.exe and click Open and then OK.

Follow the on-screen Install Shield prompts to install the game. When the game is finished being copied onto your hard drive, you will have the option to launch the readme file, launch Messiah, or finish and return to Windows.

STARTING THE GAME

Upon launching Messiah, the game will load the Main Menu. From here, you can choose to Play Game, change your Options such as Control, Video, and Sound Settings, or watch the Introduction to the game. When navigating the menus, the up and down arrow keys will change which option is highlighted and pressing the Enter key will select the highlighted option. Press the ESC key to go back to the previous screen.

PLAY GAME

After choosing Play Game, Messiah will ask if you would like to start a New Game or Load a Game. Choosing New Game will allow you to choose a Difficulty setting at which point your game will begin.

OPTIONS

When selecting the Control Setup in Options, you are able to change the default control keys to play Messiah. In the Control Setup you will also be able to choose joystick control, adjust mouse sensitivity, or reset to the default control configuration. Press ESC to save your changes and return to the previous menu.

When selecting Video Settings, you will be able to configure your video device including the adjustment of screen resolution. The game defaults to w depthbuffering. If while playing Messiah you experience problems with parts of the game levels flickering or if objects appear in front of behind others which they shouldn't, try switching the depthbuffering setting to z.
In the Sound Settings area of Options, you will have the ability to turn CD music on and off and adjust the CD and sound effects volume.

INTRO

Selecting this will play the introduction of the game. Note that the introduction will also play any time the player chooses to start a new game.

EXPLANATION OF EASY - DIFFICULT GAMEPLAY MODES

There are three difficulty modes in Messiah: Easy, Normal, and Difficult. Messiah initially defaults to Normal difficulty when you start the game and cannot be changed once a new game has already begun.

EASY-(Disciple)

Fig. 1

- Cone of possession is wide, the player can even possess characters from the front (see fig. 1).
- If possessed character is killed, Bob pops out automatically.
- Enemies are less patient if the player hides with a short attention span.
- Enemies more often than not choose head on confrontation instead of taking cover during combat.
- Enemies use grenades in a limited fashion.
- Enemies take 25% more damage from grenades than Normal difficulty mode.
- Bullets falloff 25% later than Normal difficulty mode.

NORMAL-(Prophet)

Fig. 2

- Cone of possession is a bit narrower than Easy difficulty mode. Characters can only be possessed from the sides or back (see fig. 2).
- If possessed character is killed, Bob pops out automatically.
- Enemies are patient and will wait if the player hides during combat.
- Enemies will take cover during combat instead of choosing head on confrontation.
- Enemies use grenades during combat.
- Enemies in guard mode can enter Sniper Mode and target the player.

DIFFICULT-(Messiah)

Fig. 3

- Cone of possession is narrow, characters can only be possessed from the back (see fig. 3).
- If possessed character is killed, Bob is killed as well.
- Characters are very patient if the player hides with a long attention span.
- Enemies take 25% less damage from grenades than Normal difficulty mode.
- Enemies use grenades liberally during combat.
- Bullets falloff 25% faster than Normal difficulty mode.

SAVING AND LOADING

While playing Messiah there are two ways to save and load your progress.

STANDARD SAVE AND LOAD

Pressing the F2 key will bring up a listing of blank save slots. Choose a slot in which you wish to save and press ENTER. At this time you may enter a description for your save game. After entering a description, press ENTER again to return to the game.

If you press the F3 key, the list of saved games will appear. When the list appears, use the up and down arrow keys to select a game to load. Once highlighted, press the ENTER key and the game will load.

QUICK SAVE AND LOAD

Pressing the F6 key will Quicksave your game. When the F6 key is pressed, the game will pause momentarily while the game saves and then the action will immediately continue.

If the F9 key is pressed, the game will load the last Quicksave and then the game will continue.

MISSION OBJECTIVE FROM GOD

All right, Bob, here's the low down. The Fathers, in line with their ultimate plan of ruling Heaven and Hell, have through the use of technology created a portal into the spiritual realm. Faking alliance, the Fathers have tricked Satan into traversing the portal. Once through, Satan was imprisoned and is being held for study and questioning. Find the Fathers and see what you can do to bring a stop to their heinous experiments. At last look, the Fathers were watching the Satan experiments from their lair at the entrance to Main City. Work your way through Old Town and see what you can do to gather more intelligence on the Fathers' activities.

BOB'S BASIC ABILITIES

RUNNING

When you press either the "Forward Movement Key" or the "Backward Movement Key" you will by default run in that particular direction. Your speed is faster than most creatures on Earth, and in combination with your quick turns, you are very agile compared to the clumsy humans. Use your running ability for those sticky situations where a quick escape is necessary.

WALKING

Pressing the "Forward" or "Backward Movement Keys" in combination with the "Walk Key" will cause you to slowly creep forward at a much less hectic speed than your run. This is especially useful for traversing small ledges where one false step will cause an untimely demise. Also keep in mind that when you walk your footsteps will be silent, allowing you to sneak up on your foes undetected.

CRAWLING

Pressing the "Forward" or "Backward Movement Keys" in combination with the "Crawl/Crouch Key" will allow you to drop down close to the floor and crawl around. This ability is useful when trying to hide behind an object without being seen or when trying to move underneath an object which is too low to walk under.

GRABBING LEDGES

If you press the "Flap/Jump Key" while also pressing the "Forward Movement Key" and get close to the edge of a ledge, you will be able to grab hold of the ledge and hang from it. Pressing the "Forward Movement Key" again will pull you up to the next level. This is great for moving up to another area which is normally too high to simply fly up to. Pressing the "Backward Movement Key" will cause you to drop back down to the next lower area.

While hanging on a ledge, you can use the "Left" and "Right Turn Keys" to move side to side on the ledge in a hand over hand motion. This skill will undoubtedly be required during your travels.

STRAFING

While running and turning is often sufficient for evading most foes and simply traversing around the environment, using the "Strafe Left" and "Strafe Right" keys will allow you to move around the environment while still maintaining focus on a desired target. This can be especially useful while running around your enemies while still keeping your eyes focused on them.

LOOKING AROUND

There are three ways to get a better look at your surroundings while moving about the different Cities.

While in third person perspective, pressing and holding the "Look Around Key" will allow you to use the Mouse to scroll around you and get a better look at your surroundings. While in this Third Person Look Around Mode, you will still be able to move which makes this action especially useful for peeking around corners. Releasing the "Look Around Key" will return you to normal movement mode.

Another way to get a look at your surroundings is to press the "Enter/Zoom Sniper Mode" key to go into a first person perspective. Once in this mode, you can use the Mouse to move the camera around and take a look at areas you might want to examine. While in this Sniper Mode View, you cannot move or turn but can strafe left and right as well as crouch. Strafing while in this mode allows you to hide behind boxes and the like and just peek your head around the corner to get a look. To exit the Sniper Mode View, press the "Quick Sniper Mode Exit Key."

Finally, if you want to get a look behind you quickly, press the "Quick Look Back Key" to move the camera quickly from behind your body to the front of it. This can be useful while being pursued or simply seeing who has snuck up behind you. Pressing the key again reverts the camera to its normal position.

ACTION

When you move around the environment, there are a number of items in the world in which you can interact with. When you are in another creature, there are many more possibilities, but more on that later.

Fig. 1

In the bottom right corner of the screen there is an icon called the Action Icon which will change depending on the context of the situation you are in. Normally, the icon appears signifying there is no current action (see fig. 1). However, there are instances in which you as Bob can interact with certain world elements.

Fig. 2

One such instance is when you need to open a door. When you see the Action Icon for open door (see fig. 2), you can press the "Action Key" to open the door. This open door icon will only appear when you are standing at the center of a door while facing it.

Fig. 3

Another instance where you can interact with the environment while outside of a possessed character is to activate certain electronic buttons and consoles. As a rule of thumb, Bob can activate any low-tech consoles or switches in the environment. Examples of low-tech devices are on/off buttons and elevator switches. An example of a high-tech device is a computer terminal. Those high-tech devices with keyboards will require a possessed character trained in their usage to activate

them. When a low-tech device can be interacted with, a use icon will appear in the bottom right corner of the screen (see fig. 3).

Fig. 4

When an elevator can be activated, the elevator icon (see fig. 4) will be displayed which means that the player must not only activate the elevator but also tell it which direction to travel. To do so, press the "Action Key" in combination with the "Forward" or "Backward Movement Key." Pressing "Forward" in combination with the "Action Key" will cause the elevator to travel up, while the "Backward Key" in combination with the "Action Key" will cause the elevator to go down.

BOB'S SPECIAL ABILITIES

POSSESSION

Some of the natives of Earth will not be receptive to your presence while others will be merely curious about you. Take care, if you are spotted you may come under attack. To help achieve your goals, you have been granted the ability of possession. You may possess any entity in City Faktur as long as they are organic in composition. Any creatures that are mechanical in nature are immune to your power of possession and thus must be dealt with carefully.

The inhabitants of Earth are a great many things. Though they may initially seem to be just getting in the way of achieving your goals, City Faktur's residents open up many possibilities.

Armor

When Bob possesses a character in the game, the character becomes armor. Since Bob is very fragile and can be killed relatively easily, it is in Bob's best interest to possess a character and use it like armor, absorbing any damage that is inflicted upon him. Once the possessed character has taken significant damage, Bob can depossess and find another character to absorb damage. Bob himself cannot be damaged while in possession of a creature.

Keys

Many areas in the City are only accessible to certain characters, just as in real life. A Security Facility, for instance, is not open for prostitutes to explore. In order to take a peek inside, Bob must first possess a Cop who can then reasonably move freely around the facility without arousing suspicion.

Camouflage

When Bob possesses a character in Messiah, he must then effectively be the character. Once in a worker for instance, Bob can't just go traipsing around a Security Facility at his leisure. After all, he is a worker. Once in a character's body Bob will have to act like the character or his cover will be blown. When the whistle blows and the Cops all head out for their lunch break, Bob better go too or the Cops will surely get suspicious.

Health

When Bob is running low on health, he can replenish his own body by jumping into another creature. When Bob is damaged and he possesses another creature he will take health from his host in proportion to the amount he has already been damaged.

If you happen upon a creature of organic make up, you can possess their bodies by carefully catching them defenseless from behind. This is important. City Faktur's Dwellers can usually only be possessed from behind and not from the front or sides. Once a creature sees you either in front of them or out of their peripheral vision they will become tense and defensive thus resistant to your possession attempt.

Here's a step by step example of how to possess your prey.

– Try to stay out of sight until you have a good opportunity to possess a creature from behind.

– Once your opportunity presents itself, make haste to overtake the subject from behind.

– While running up behind your prey, flap your wings once or twice and sping toward the target's shoulder blades.

– If all goes as planned, you will dive into the creature's back and thus into their spirit and consciousness. When you have possessed a character, you will see a halo over the creature's head indicating to you which creature you are in control of. Other creatures in the world will not see the halo, it is merely there for your benefit to help you easily pick which creature you are controlling even if you're in a crowd. You now have complete control of this entity and will possess all of their individual strengths, weaknesses, and special abilities until they are killed or you choose to depossess.

While stealth is your best strategy in possession situations, you may at times be spotted before you have a chance to find a new host. If this happens, you must either find a good place to hide until the situation cools off or make a break for it and try to get behind a creature for another possession attempt.

You can depossess a creature at any time by simply pressing the "Depossess Key." Once you depossess a creature they will be stunned for a moment or two while they try to get their bearings again. During those few moments that the creature is disconcerted, you must either find a place to hide or find a new host. Once those few moments have passed and the subject regains its senses, the creature will begin to return to their normal behavior and can again pose a threat if you are spotted.

FLIGHT

Next to his possession ability, Bob's next most powerful attribute is his ability for flight. To flap your wings and take to the air, press the "Flap/Jump Key" and your wings will flap once. If you continue to press the "Flap/Jump Key" in succession, you will notice that your wings will continue to flap and you can stay in the air for sustained periods of time. Flapping while moving forward will allow you to cover ground quite quickly and will enable you to move over obstacles in your path quite effortlessly.

By now you've noticed that you cannot fly, but instead have limited flight abilities. Since you are still an angel in training and your wings are not fully developed, you only have the ability to flap your wings and fly for a few moments before your stubby little wings start to get fatigued and lose their potency. While limiting at first, once you get used to Earth's gravitational forces you should be able to get a good feel for what types of obstacles you can overcome before your wings give out.

There is one more flight ability which you must often utilize in your travels on Earth. When on a high ledge, you can leap off and press and hold the "Flap/Jump Key" to spread your wings and glide to your destination. By using the glide ability, you will be able to leap off of even the highest structures and glide like a feather to the ground while taking little or no damage. Gliding is also useful if you want to soar to a far off landing area without having to flap your wings rapidly in succession.

If you get into a bind and find yourself falling from a great distance straight down, try to flap your wings just before you hit the ground to cushion your fall and minimize any potential damage.

POSSESSED CHARACTER'S ABILITIES

GENERAL COMBAT

As Bob, you are very fragile and defenseless. As such, it is necessary to possess Earth's inhabitants and use their bodies and weapons whenever force is necessary to get through a tight spot. The following will help you learn how to engage Earth's inhabitants in both weapon and hand to hand combat. Note that the creatures in City Faktur can only carry one primary weapon at a time though some can carry secondary grenades or mines as well. If you want to use a different weapon than the one a character is currently using, you will have to swap it with another when you come across it.

GRABBING AND DROPPING WEAPONS

Fig. 1

Fig. 2

The easiest way to get a weapon is to possess a character who already has a weapon in their hands. In the event that the possessed character does not have a weapon or their weapon runs out of ammo, look for a weapon in the room and stand over it to pick it up. Once over a weapon one of two action icons will appear in the bottom right of the screen; the pick up weapon icon (see fig. 1) or the swap weapon icon (see fig. 2). While

standing directly over the desired weapon, pressing the "Action Key" will cause the character to either pick up or swap the current weapon.

Fig. 3

To drop a weapon, make sure that the possessed character is not standing over a weapon and then press the "Action Key" to drop the weapon. You will know that you can drop your current weapon because the drop weapon icon (see fig. 3) will appear in the bottom right corner of the screen.

WEAPON BASED COMBAT

When possessing various characters in City Faktur you will find that many carry weaponry. When you possess someone who is carrying a weapon you then have control of not only the character but also his knowledge of weapon based combat. If you come under hostile fire, you can fight back with the character's weapon by following the next steps:

Fig. 1

Fig. 2

– First, press the "Enter Combat/Fire Weapon Key" once to enter combat mode. When you enter combat mode the possessed human will take an aggressive combat stance but you can also tell you are in combat mode by looking to the bottom right corner of the screen where the combat icon will change from normal mode (see fig. 1) to a combat mode version (see fig. 2). Make sure that when you enter combat mode you are ready for a fight. Once you pull a weapon or put up your fists other creatures will automatically assume that you are hostile and therefore take appropriate measures.

– Now that you are in combat mode, pressing the "Enter Combat/Fire Weapon Key" will cause the possessed creature to fire his primary weapon. Pressing and holding the "Enter Combat/Fire Key" will make the character fire their weapon in succession.

Fig. 3

– While in combat mode, the exit combat mode icon will appear in the bottom right corner of the screen (see fig. 3). To exit combat mode, press the "Action Key" and the possessed character will drop back into their normal mode.

TARGETING IN WEAPON BASED COMBAT

When you are in combat mode and sweep across the room, your targeting cursor will move from creature to creature as you move, highlighting each target in succession. When the targeting cursor is highlighting the desired target, fire away to take the target down. Keep in mind that weapons all have different ranges so they will do various damage to your target depending on whether they are nearby or off in the distance. The pumpgun, for example, can often take a character down in a single shot at close range but is miserable for long range combat.

TARGETING IN SNIPER MODE

Another way to fight with weapons is to enter sniper mode and target from there. Note that only Cops have the ability to zoom in while in sniper mode to magnify their target.

– To enter sniper mode, press the "Enter/Zoom Sniper Mode" key once to enter the first person perspective.

– If the possessed character's weapon is not already drawn, press the "Enter Combat/Fire Weapon Key" once to draw their weapon. Once the weapon is drawn, a targeting cursor will appear in the center of the screen indicating that you are ready to fire. The targeting crosshairs will not snap to your target as in third

person combat mode, but instead will stay solid all the while you are in sniper mode. Each time that the "Enter Combat/Fire Weapon Key" is pressed a shot will be fired at the point the targeting crosshairs are over.

– In sniper mode it is very easy for you to take accurate shots at your enemies to target specific body parts. Experiment with shooting the different areas of an enemy's body to achieve different effects.

SECONDARY WEAPONS

Many of the characters you will meet in City Faktur carry secondary weapons in addition to their primary firearms. To use the characters secondary weapon, press the "Secondary Weapon Key" to throw a projectile weapon.

HAND TO HAND COMBAT

There will inevitably come a time in your travels where you are hopelessly outnumbered in a fight and the ammo clips you are carrying will not be enough to get you through the situation. Fear not, most of the Earth's inhabitants are proficient in the art of hand to hand combat. To fight most effectively in hand to hand combat mode, you should first drop your weapon, though some moves can be pulled off even with a weapon in your hands.

– To fight in hand to hand combat mode, you must first press the "Enter Combat/Fire Weapon Key" once to enter combat mode. If there is no weapon in the character's hands they will put up their fists once in combat mode. Combat mode is also designated by the combat icon in the bottom right corner of the screen.

– Now that you are in combat mode, you must get close to your desired target and then press the "Enter Combat/Fire Weapon Key." Pressing this key alone will cause the possessed character to strike out at their opponent. Pressing the "Enter Combat/Fire Weapon Key" in combination with the "Forward Movement Key" will cause the character to do other combat moves as will attacking characters from behind. Experiment with the different moves in hand to hand combat mode to not only take down your enemies quietly but even disarm them if so desired.

– While in hand to hand combat mode, the exit combat mode icon will appear in the bottom right corner of the screen (see fig. 1). To exit combat mode, press the "Action Key" and the possessed character will drop back into their normal mode.

Fig. 1

POSSESSED CHARACTER'S SPECIAL ABILITIES

GENERAL

Many of the characters on Earth have special abilities unique to themselves which other characters do not have. Experimentation with the different creatures on Earth is crucial to achieving your goals.

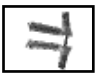
WEAPONRY

STANDARD WEAPONS

Welding Torch Intended only for welding, this weapon has a higher probability of causing your foes to laugh themselves to death when attacked than actually inflicting critical amounts of damage. Even so, it could technically kill someone if the person were to hold still long enough for it.

Bone Saw It slices!It dices! It's a hand held sawing, buzzing, hacking, grinding device! This device was only designed with construction work in mind but it will work for close range combat in a pinch. The massive 20hp bone saw will deliver a massive amount of damage in a short period of time but is nevertheless no match for an enemy holding a rapid fire long range weapon.

Pump Gun The pump gun is standard issue for the Light Cops in City Faktur. This weapon shoots 5 gauge slugs that fire in a spread pattern when triggered. Though the weapon has excellent stopping power at close range, it is miserable at any distance. Don't even think about trying to use this weapon in sniper mode due to it's long range weakness.



Machine Gun Usually carried by Medium Cops, the machine gun is excellent at long range and has superior accuracy. Firing devastating slugs in rapid succession via it's twin barrels, the machine gun is equally impressive at clearing rooms of foes as it is putting a bullet in someone's head from 1/2 a mile away in sniper mode.

Maimer Roughly as effective as its machine gun brethren, the maimer has a rapid-fire mechanism, is equally effective at short and long range, and delivers more than enough stopping power to take down all but the toughest foes. The maimer fires razor sharp titanium blades that slice and dice any unfortunate soul in its path.

Flame Thrower The flame thrower spews a flammable fuel mixture in jelly form that's ignited when emitted. When the jelly makes contact with another character they will burst into flame causing them to run and scream in agony until they can roll themselves out. Though the weapon is useless at distances, there is simply no substitute in close range combat situations. Care must be taken with this weapon. If an ignited character comes in contact with you, there is a good chance that he'll turn you into a human torch as well.

The Pak Based on the opposite technology from the flame thrower, the pak weapon fires needle like shards of frozen ice at the intended target, skewering them repeatedly. When one of the pak's icy projectiles pierces the victim, they will begin to freeze causing their targets movements to slow down. Each successive projectile that hits the target will further chill the victim making their actions slower and slower. A few seconds after last exposure, the victim begin to thaw and once again regain their normal attributes. Effective at both long and short range, the ice gun is an excellent choice for both hectic combat situations and strategic sniper mode hits. The pak weapon also gives characters ability of limited flight via the device's propeller like blades.

Bazooka The bazooka fires a frighteningly lethal missile along a direct path to its targeted victim. With infinite range, fast reload, zero trajectory arc, and a speedy velocity, the bazooka is a handy toy for long range combat. If fired at close range the bazooka can be quite dangerous as the subsequent missile explosion will most likely damage the user as well as the target.

Maser Though impressive looking, this weapon is totally useless against organic creatures. Rarely seen on the streets of City Faktur, this weapon was created specifically to take down Armored Behemoths. Firing a powerful electro-subtractive pulse, the Maser is tremendously useful in taking down even the most ferocious mechanical foes.

R.P.H The rocket propelled harpoon is the most devastating weapon ever to appear on the streets of City Faktur. The R.P.H. pierces the intended target, lifting them off the ground and impaling them on a nearby wall where they will wither in agony before eventually collapsing. Good at both close and long range, the RPH is absolutely devastating since it's capable of killing a person with one shot.

SECONDARY WEAPONS

Grenade Standard issue to Medium Cops, the grenade behaves just as one might expect, exploding in a shower of shrapnel which is lethal in direct hits, and still quite effective for those standing near it when it detonates.

Concussion Grenade Issued to Riot Cops whose primary purpose is crowd control, the concussion grenade is useful for incapacitating large groups of characters while causing no damage to the surrounding area. When the grenade detonates, it emits a large flash that stuns them momentarily. While this weapon does not kill characters, it is useful for stunning characters momentarily that are potential possession candidates.

Stick 'Um Grenade This weapon embeds itself into the target when it is thrown and then begins to emit a subtle audio tone to alert the user that it is active. The stick 'um will remain active and wait until the "Secondary Weapon Key" is pressed again at which time it will detonate. While useful for planting on explosive objects so that the user has time to clear the area, its real potential lies in attaching the grenade to a human foe who will panic and run toward their allies desperately seeking help where it can be then detonated by the user.

Distortion Grenade The most powerful of the secondary weapons, the distortion grenade is tossed like a normal grenade but creates a warping anomaly that can literally bend solid objects. Any creature caught in the path of the distortion grenade will be thrown as if they were standing next to a violent explosion and will sustain similar amounts of damage. Like a standard grenade, the distortion grenade can be banked off walls due to its built in three-second timer.

Jumping Betty Unlike its grenade counterparts, this secondary weapon packs a powerful punch in the form of a proximity mine. Once discharged with the "Secondary Weapon Key" the jumping betty will lie in wait until another character triggers its proximity sensor. Once triggered, this mine leaps five feet into the air making five complete horizontal rotations firing a flechett every ten degrees of rotation.

LOWER CLASS

CHOTS

Chots comprise the bottom rung of the social ladder in City Faktur. Partially due to their lack of money and partially due to their disgust with the middle and upper classes, the Chots choose to live in the City sewers and frequently pop up and drag other characters off to an unpleasant death. Chots are cannibalistic creatures who hunt and fight in packs similar to hyenas. Naturally aggressive toward Cops, the Chots have been waging a war for some time with the police force and often instigate riots in attempts to overthrow their middle class counterparts. The Chots' weapon of choice is a Pak that is not only is used to take down prey quietly but also allows them to drop from great heights. Chot technology is base, and revolves around their air compression system to power weapons and breathe. Though they are not as well funded as the Cops, the Chots are excellent fighters and will often do just as well in a battle as their more technologically advanced Cop foes.

MIDDLE CLASS

DWELLERS

The pathetic civilians in City Faktur have become known simply as Dwellers. These middle class characters enjoy the benefits of their social class which allows them to move freely around the cities and partake in the moral depravity that has overrun their world. Though usually unarmed, the Dwellers may be beneficial for possession in certain situations which require stealth. The Dwellers can use any weapon they come across and can be quite proficient in hand to hand combat when cornered. Take special care around the Dwellers for many with long coats will hide weapons in their jackets until needed and will not hesitate to stalk careless humans in an effort to mug them for another weapon.

WORKERS

Workers are the glue which holds City Faktur together. Constantly spoon-fed a stream of self-help propaganda, the workers are quite proud of their social station and work diligently on keeping the City running on a day to day basis. Comprised of grunt laborers, medical technicians, scientists, and nuclear technicians, many of the workers have very specialized abilities which make them prime targets for possession in many situations.

CLUBBERS

Similar in many respects to normal Dwellers, the Clubbers are distinct in that they live to the excess, usually spending their time in the seedier portions of the City or the clubs. Though seemingly harmless, the Clubbers are "characters" in the truest sense of the word and have some surprisingly unique talents. Much like the credo of their alternative lifestyle, experimentation will be required to find the true potential of these characters when they have been possessed.

COPS

In a stark contrast to the world of the past where the police upheld the law and swore an oath to protect and serve, the Cops have become increasingly corrupt in response to the degradation of the society around them. In City Faktur the Cops thrive on their upper-class status and have developed a shoot first, ask questions later mentality. Though they must be dealt with cautiously, a possessed Cop is one of the most versatile characters in the City. With various degrees of armor, powerful weaponry, and all access passes to most areas, the Cops are very handy indeed. To further increase their worth, the Cops often have special abilities tied to their special headsets which give them powers such as ranged zoom sniper mode, and special limited x-ray vision sniper mode. On the downside, their strength when possessed lies in their brute force tactics which most often draws the hostile attention of their police brethren.

UPPER CLASS

SUB GIRLS

Like most of the upper class in City Faktur, the Sub-Girls are of course female and have a natural adversity to Cops. Allied with the Dwellers and Clubbers, Sub-Girls are one of the most lethal classes of the City's inhabitants whose mission it is to act as security in the Redlight District's housing district protecting their allies from their foes. Sub-Girls have a particularly strong bond with the prostitutes and will most often come to their aid if threatened. The Sub-Girls have a very calm demeanor and cannot be panicked or confused in battle. Though it looks deceptively light, the Sub-Girls have been engineered to have an extremely tough skeleton making them tough to kill. The Sub-Girls are difficult to possess, but when attained, they are nearly unstoppable.

COMMANDERS

Leaders of the police forces, the commanders are the highest ranking Cops and are thus rarely seen in the streets of the City. When one is spotted, it is highly recommended that you not only possess one but also keep her alive since it is only the commander who has the highest security clearance. This may be challenging since the commanders are many times unarmed and only venture out into the streets to supervise the troops. Along with her top security clearance, certain commanders, called Gun Commanders, are the only type of character who can operate heavy gun placements and drive vehicles.

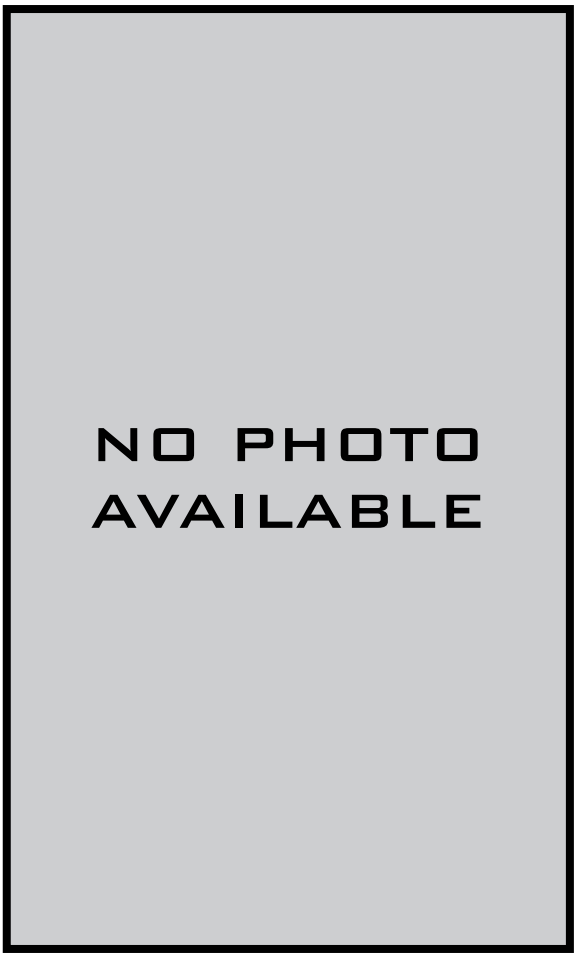
CLERGY

Like any major city there is an alternative nightlife. Here in City Faktur, the clergy has turned to entertainment in order to free condemned souls. The clubs contain priests that run the bar and nuns that serve the drinks. In general the Bartender is not particularly useful to possess, but they're great helpers throughout Bob's travels. Occasionally found lurking in dark shadows, the clergy will sometime impress some of their wisdom on Bob which may be helpful during his travels.

UNKNOWN

MONSTERS

Information is sketchy at best regarding the monsters in the City, but the Dwellers are rumoring the existence of "demons" appearing with increasing regularity. It is possible that these monsters have some sort of connection to the experiments which the Fathers have been performing recently.



HELPFUL HINTS

• To possess a character, flap your wings and fly into the character's back. You can depossess at any time by pressing the depossess key.

• Try to possess characters when no one else is looking. Characters won't attack if you appear to be like them.

• Bob is very fragile and defenseless. Whenever possible, possess other characters and use them for camouflage as well as armor. If you possess a Cop without being seen for instance, other Cops won't pay attention to you. If you do get in a fight, the possessed Cop takes the damage, not Bob.

• Keep those weapons holstered! Running around with your gun ready is a sign of aggression to other characters.

• Elevators in Messiah are a bit different than other games but are quite easy to operate once you get the hang of it. Stand in front of the elevator console you wish to operate and turn the character to face it. Press the action key while pressing forward or backward depending on which way you want to go.

• Keep an eye out for better weapons and ammo. Explore your environment whenever possible.

• Characters each have their own set of skills, use different characters to access different areas or consoles.

• It's helpful to be "light on your feet" in the platform style levels.

• Bob can regain health by possessing another character and taking some of their life essence to replenish his own.

• The Cops and the Chots have a natural aversion to one another. When these two classes of characters come in contact with one another, expect a firefight. If you don't understand why you're being shot at, chances are that another character may not get along with the class of character that you are currently in possession of.

THE CREATORS

LEAD PROGRAMMER	
Michael 'Saxs' Persson	Genesis 33:12
ARCH-PROGRAMMERS	
Torgeir Hagland	Exodus 32:4
Tony Bennett	Exodus 27:4
LEAD LEVEL SCRIPTER	
David Msika	1 Kings 6:38
LEVEL SCRIPTING	
Joe Virskus	1 Corinthians 3:10
Andrew DeLap	John 1:41
Tim Hays	John 10:20
Søren Hannibal	Jeremiah 40:12
GAME DESIGN	
(As Prophesized by Michael Damien)	
Team Ego	2 Chronicles 24:13
LEVEL DESIGN AND LAYOUT	
Michael Damien	Matthew 13:35
Daniel Chevalier	Ezekiel 43:11
Shawn Berryhill	1 Kings 7:9
Neil Hong	Luke 16:9
Chris Felts	Psalms 88:18
Sigbjørn "Siggy" Galaen	Genesis 11:4
3D CHARACTER DESIGNS AND MODELS	
Darran Hurlbut	2 Thessalonians 3:9
CHARACTER CONVERSION AND INFLUENCING	
Chris Naves	Exodus 31:6
LEAD ANIMATOR	
Gabriel Rountree	Daniel 8:16

ARCH-ANIMATORS

Christer Sveen	Genesis 2:7
Kevin Munroe	Genesis 19:20
Alain Maindron	Genesis 8:19

ORIGINAL MESSIAH BOX CONCEPT

Mike Damien	Matthew 13:35

THE APOSTLES

FILM AND VIDEO PRESENTATIONS

Scott Barrett	Acts 16:9

COMPUTER GENERATED MOVIE ARTIST

Klaus Lyngeled	2 Chronicles 2:7

MUSIC

Fear Factory	Isaiah 30:32
[:Side Effekt:] / Travesti	1 Samuel 16:16
Jesper Kyd	Daniel 3:15

SOUND EFFECTS

Tommy Tallarico	Amos 5:23
Joey Kuras	Leviticus 26:36

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Mark Holtzclaw
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Adam Parker

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MANUAL DESIGN AND LAYOUT
Tracie D. Martin

SPECIAL THANKS

SPECIAL THANKS TO ALL THE PEOPLE WHO HAVE CONTRIBUTED TO MESSIAH AND HELPED MAKE THE TITLE A REALITY

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Brian Fargo

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Here you will find troubleshooting information on as well as information on regular system maintenance and performance.

DirectX	www.interplay.com/support/directx/
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- Operating system (Windows 95, DOS 6.22, etc.)
- CPU type and speed in MHz
- Amount of RAM
- Sound card type and settings (address, IRQ, DMA)
- Video card
- CD-ROM
- Mouse driver and version
- Joystick and game card (if any)
- A copy of the CONFIG.SYS and AUTOEXEC.BAT files from your hard drive
- A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between

8:00AM-5: 45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line.

Interplay Productions Support Fax: (949) 252-2820

Interplay Productions Technical Support. 16815 Von Karman Avenue. Irvine, CA 92606

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SOUNDTRACK

"Demanufacture"
"Self Bias Resistor"
"Zero Signal"
"New Breed"
"Flashpoint"
"H-K (Hunter Killer)"

Performed by Fear Factory
Produced by Colin Richardson
Written by Burton C. Bell, Dino Cazares, Raymond Herrera
Published by Roadblock Music, Inc./Hatefile Music (ASCAP)
(P) 1995 The All Blacks B.V.
From the album Demanufacture used by permission of Roadrunner Records

"Remanufacture"
"Machines of Hate"

Performed by Fear Factory
Produced by Colin Richardson
Remixed by Rhys Fulber with additional Remix production by Dino Cazares and Greg Reely
Written by Burton C. Bell, Dino Cazares, Raymond Herrera
(P) 1997 The All Blacks B.V.
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"Crash Test"

Performed by Fear Factory
Produced by Colin Richardson
Written by Burton C. Bell and Dino Cazares
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"Messiah"

Performed by Fear Factory
Produced by Rhys Fulber with Additional Production by Greg Reely
Written by Burton C. Bell, Dino Cazares, Raymond Herrera, Christian Olde Wolbers
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